

209T20" 1065400T

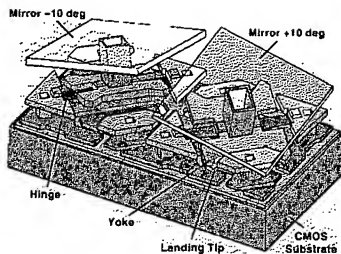


FIGURE 1

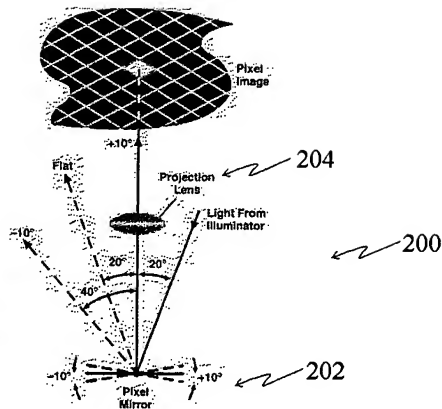


FIGURE 2

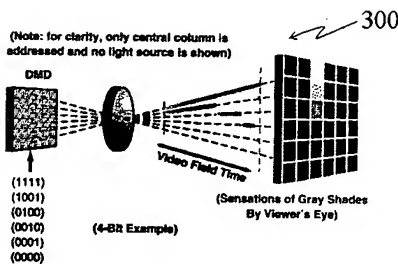


FIGURE 3

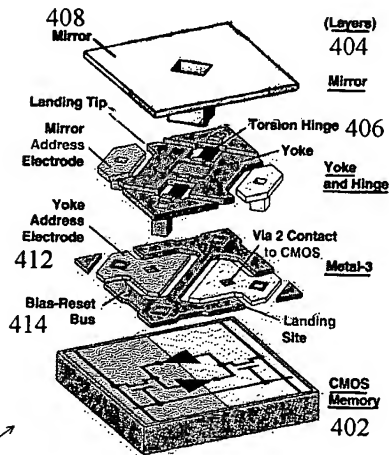


FIGURE 4

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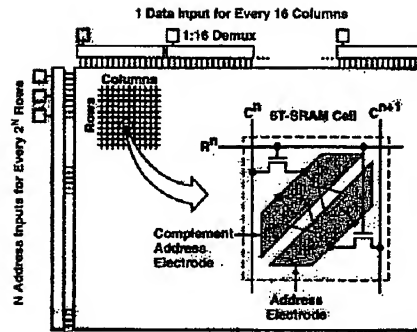


FIGURE 5

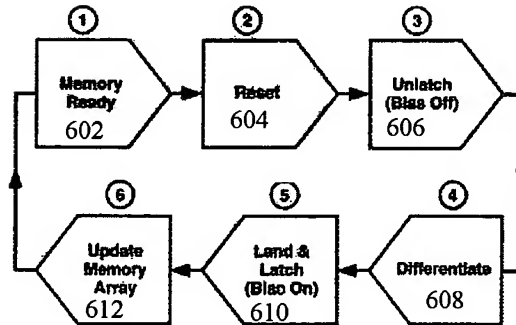
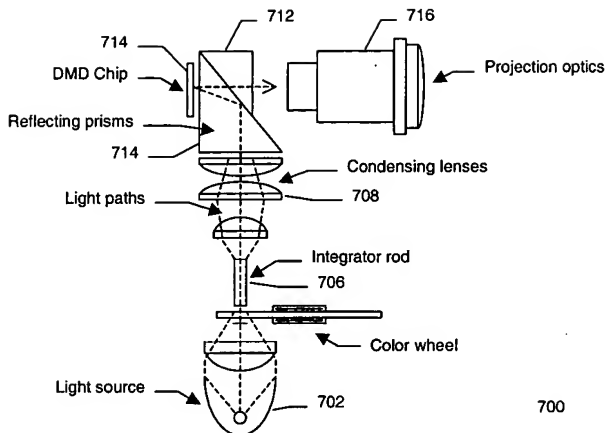
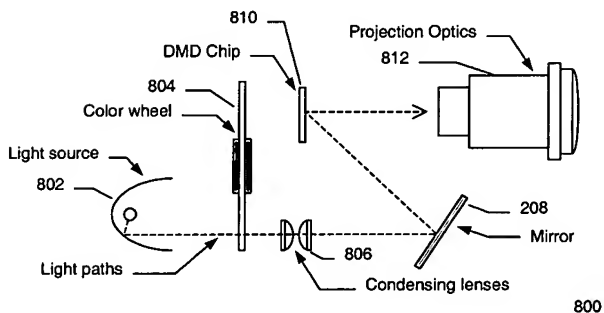


FIGURE 6



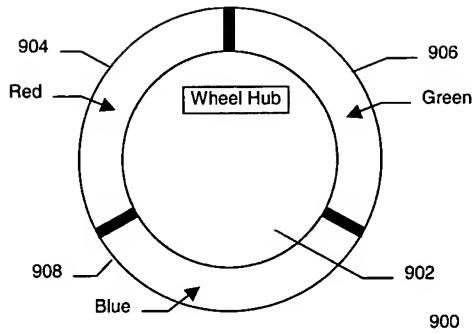
**Figure 7**

Single-Chip DMD Projection System - Example 1



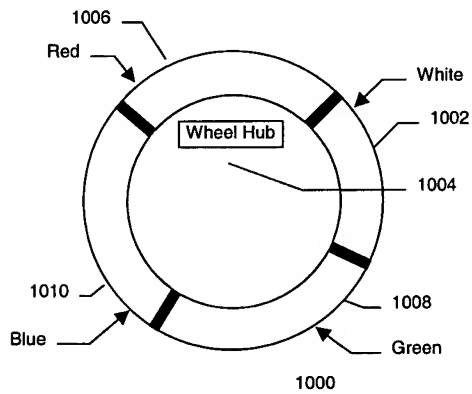
**Figure 8**

Single-Chip DMD Projection System - Example 2



**Figure 9**

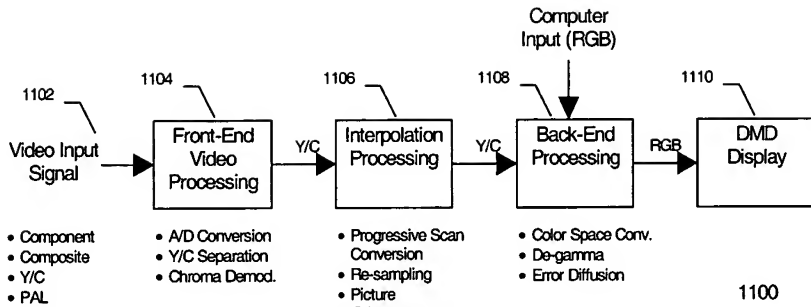
Three-Segment Color Wheel for Single Chip DMD Projection Systems



**Figure 10**

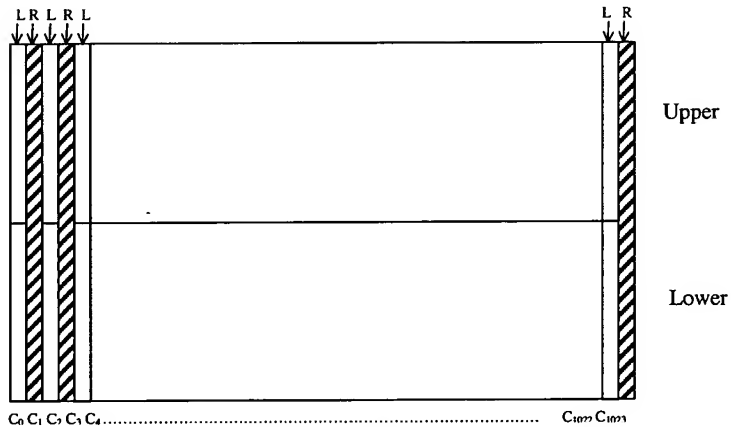
Four-Segment Color Wheel for Single Chip DMD Projection Systems

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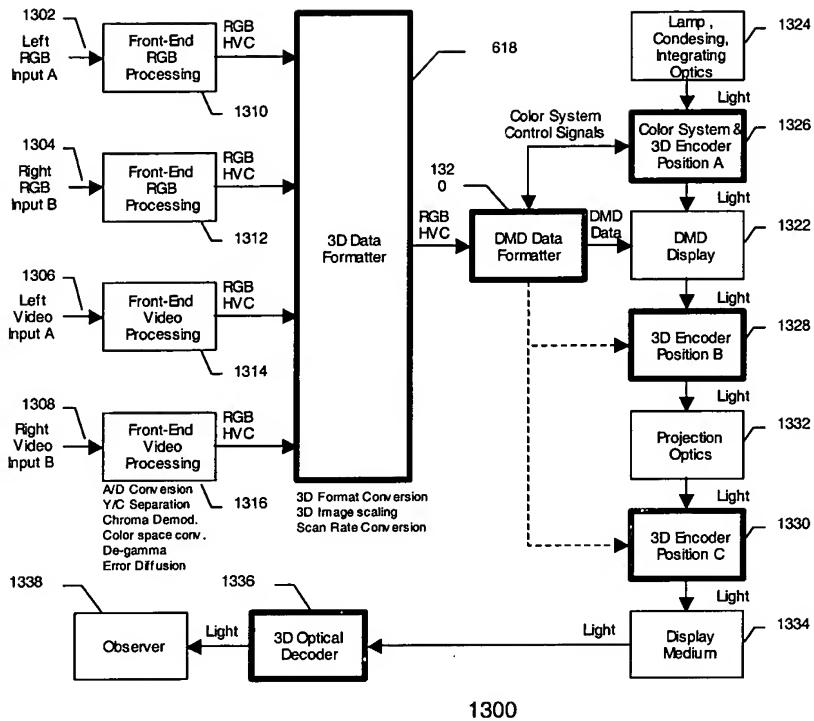
**Figure 11**

2D DMD Projector Video Processing Block Diagram for Single-Chip DLP Projector



**Figure 12**

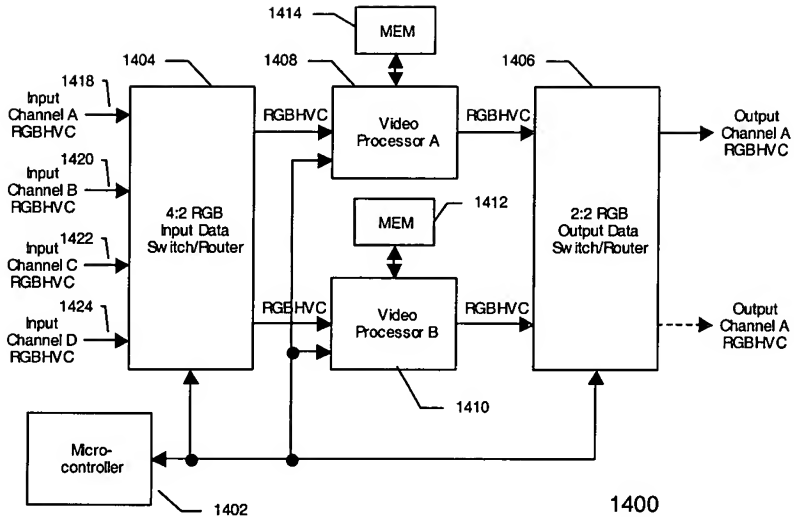
209T70-T065400T



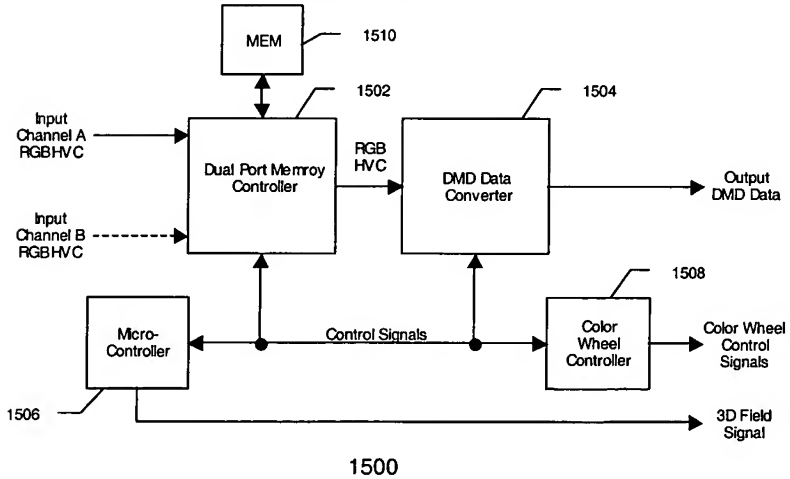
**Figure 13**

Signal Flow and Optics Block Diagram for DMD Based 3D Projection System

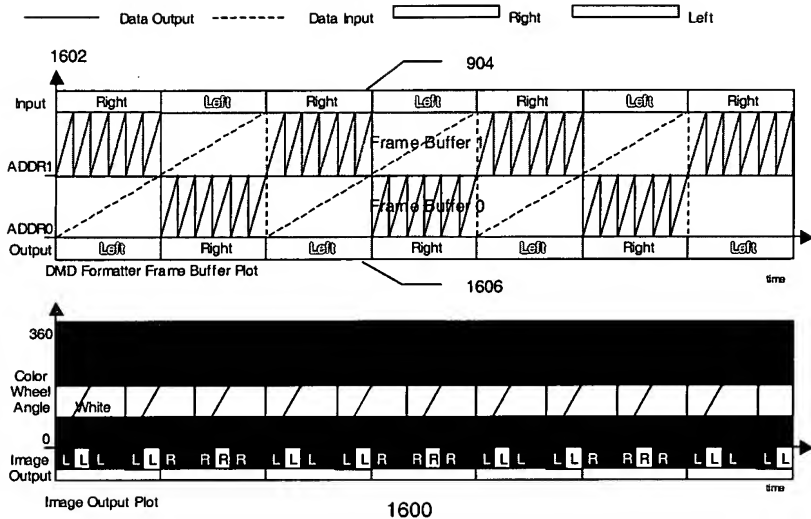
209120-10654001



**Figure 14**  
3D Data Formatter Block Diagram

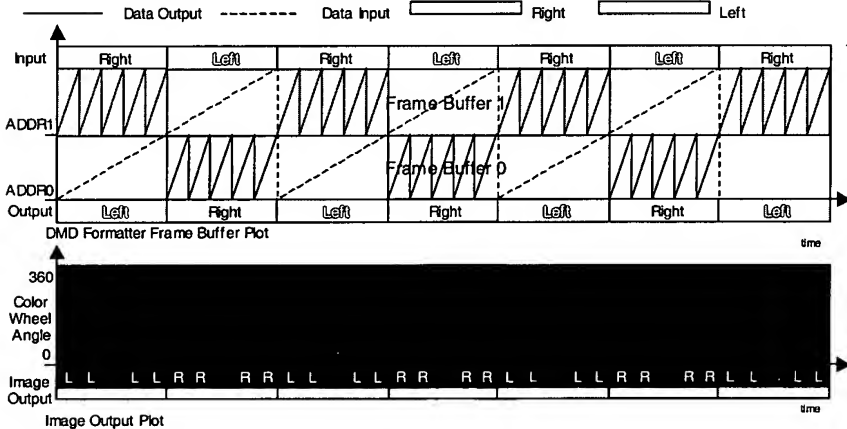


**Figure 15**  
DMD Data Formatter Block Diagram



**Figure 16**

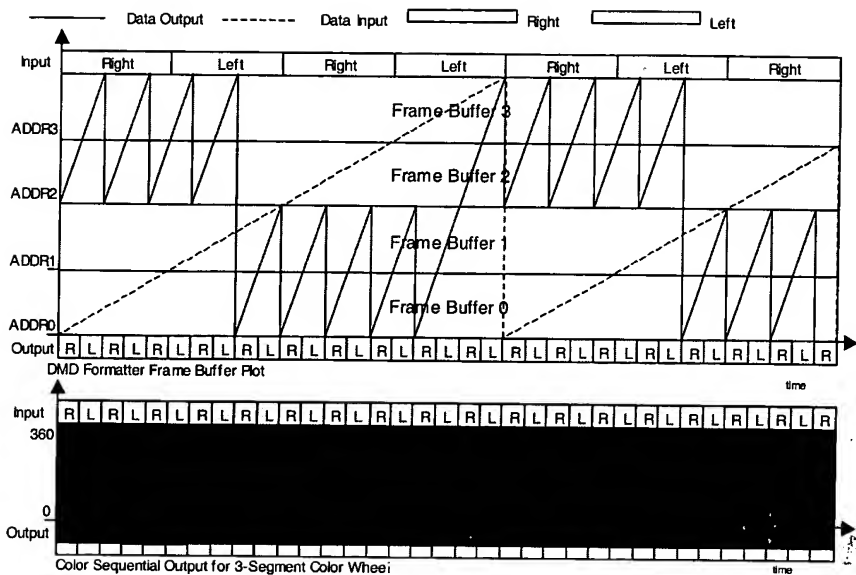
**DMD Data Formatter Chart for Input Synchronized Frame Sequential 3D Input Using Four-Segment Color Wheel (Chart applies to 75Hz, 80Hz, and 85Hz input signals)**



**Figure 17**

**DMD Data Formatter Chart for Input Synchronized Frame Sequential 3D Input Using Three-Segment Color Wheel (Chart applies to 72Hz, 75Hz, and 80Hz input signals)**

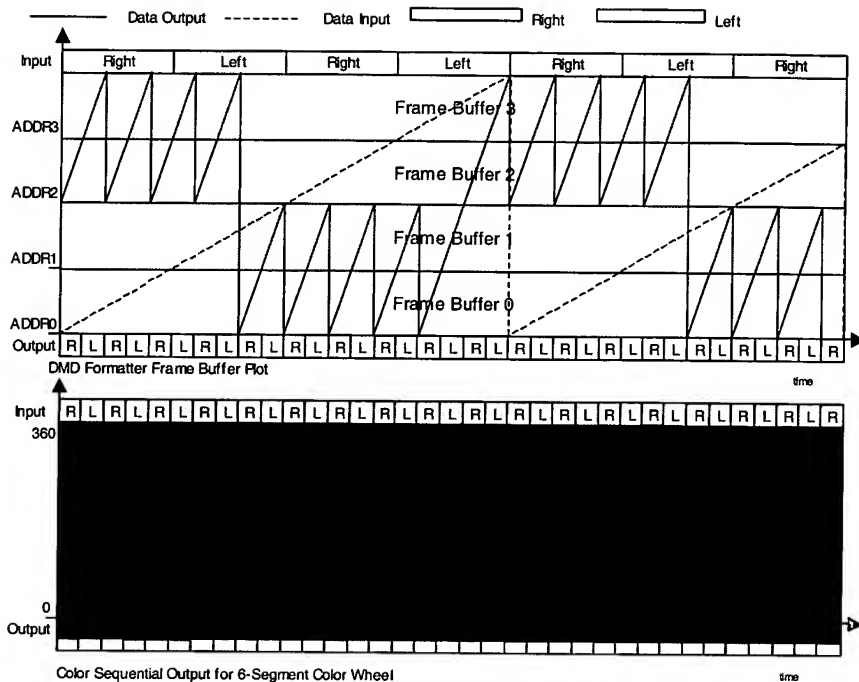




**Figure 18**

**Input Synchronized Color Sequential 3D Using a Three Segment Color Wheel and Quad Frame Buffer**  
 (Chart applies to 72Hz, 75Hz, and 80Hz input signals)

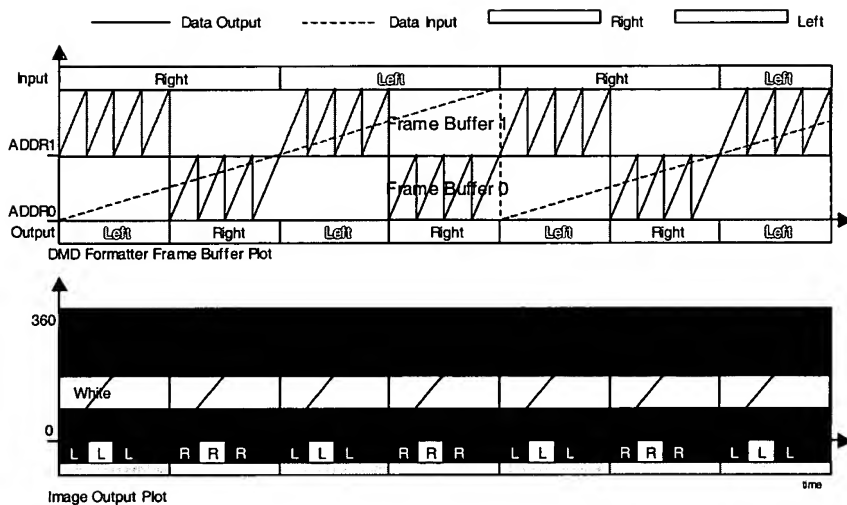
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**Figure 19**

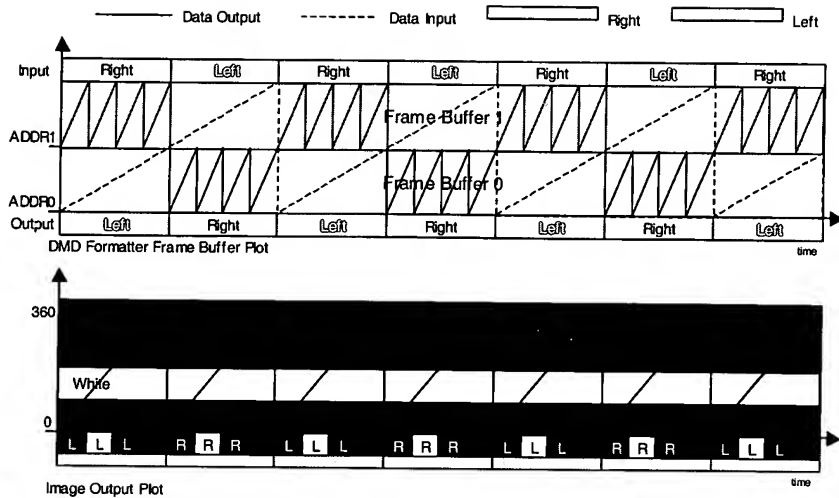
**Input Synchronized Color Sequential 3D Using a Six-Segment Color Wheel and Quad Frame Buffer**  
(Chart applies to 72Hz, 75Hz, and 80Hz input signals)

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**Figure 20**

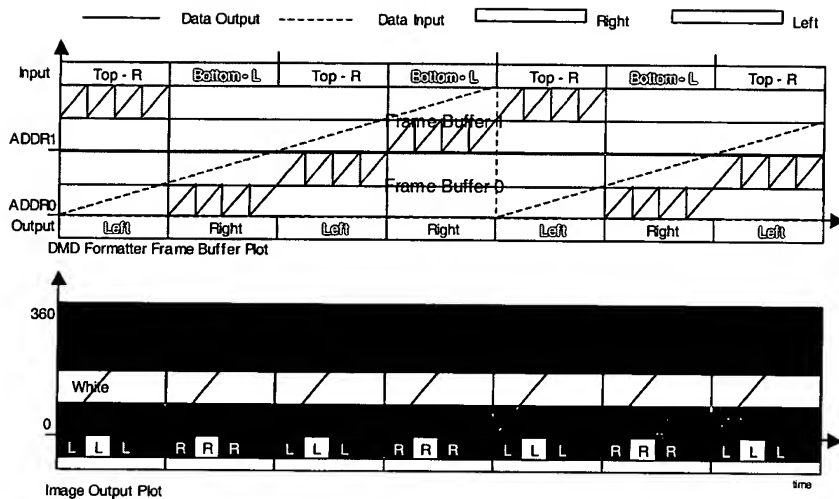
**DMD Formatter Chart for Output Synchronized Frame Sequential 3D Format for 60Hz Input Using a Four-Segment Color Wheel**



**Figure 21**

**DMD Formatter Chart for Output Synchronized Frame Sequential 3D Format for 120Hz Input Using a Four-Segment Color Wheel**

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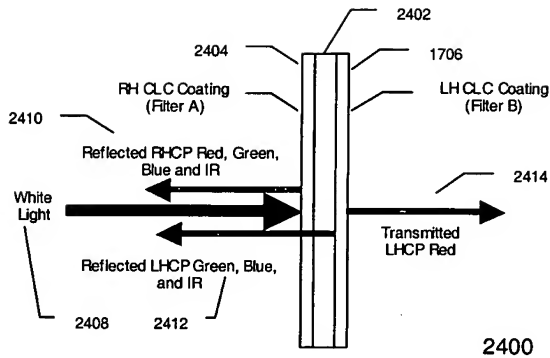
**Figure 22**

**DMD Formatter Chart for Output Synchronized Frame-Sequential 3D Format for 60Hz Over-Under 3D Input using a Four-Segment Color Wheel**

The diagram illustrates the timing of data flow from input to image output. It consists of three vertically stacked plots sharing a common horizontal time axis.

- Input Plot:** Shows a continuous stream of data. Two buffers, **Frame Buffer 0** and **Frame Buffer 1**, are shown. **Frame Buffer 0** is filled with data from the input stream, and **Frame Buffer 1** is filled with data from **Frame Buffer 0**. The buffers are labeled **ADDR0** and **ADDR1** respectively.
- DMD Formatter Frame Buffer Plot:** Shows a sequence of data being processed. The data is represented by a series of black and white blocks, with 'L' and 'R' labels indicating the data type. The plot is labeled **Output** and **time**.
- Image Output Plot:** Shows the resulting image output. The data is represented by a series of black and white blocks, with 'L' and 'R' labels indicating the data type. The plot is labeled **Image Output Plot** and **time**.

**DMD Formatter Chart for Output Synchronized Color Sequential 3D Format for 120Hz Color-Sequential 3D Input, Using a Three-Segment Color Wheel**

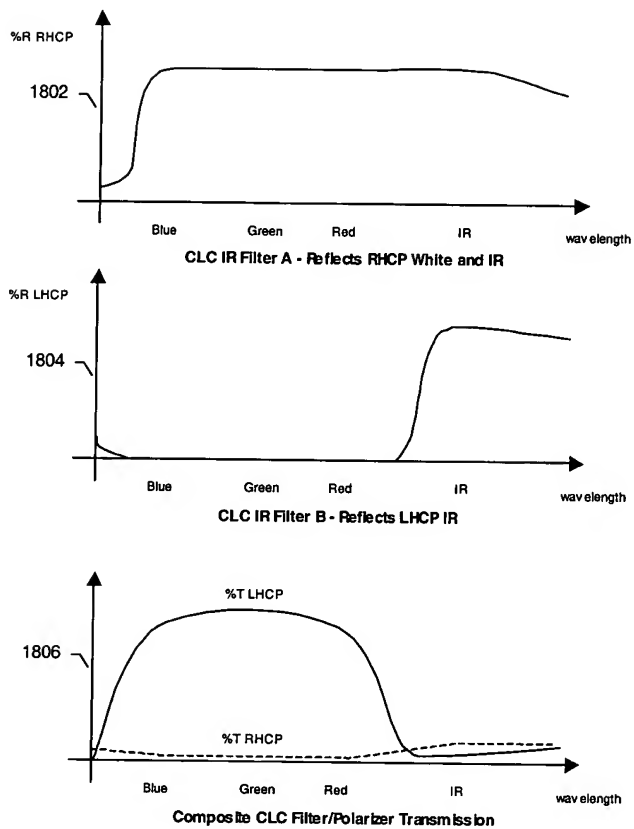


**Figure 24**

**Cholesteric Liquid Crystal Reflective Circular Polarizing Red Filter**  
 (Similar for White, Green, or Blue)

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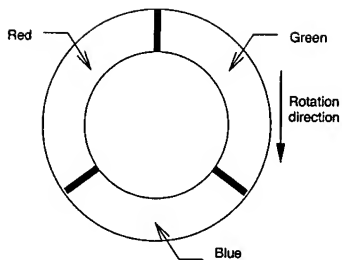


1800

**Figure 25**

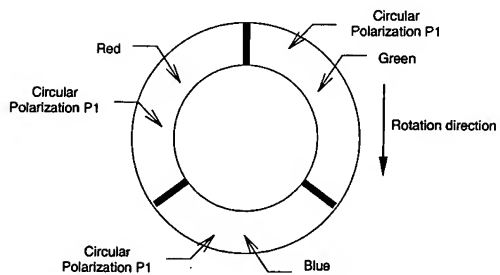
**Spectral Response for CLC IR Filter/Circular Polarizer**





**Figure 26**

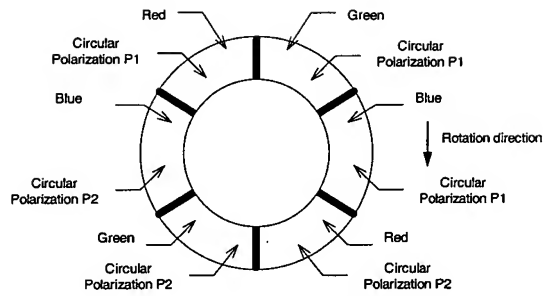
**Three-Segment Color Wheel Type CW-A**



**Figure 27**

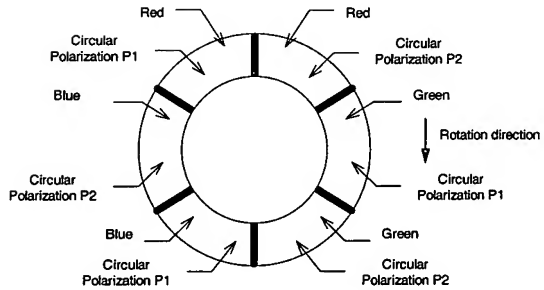
**Three-Segment Color Wheel Type CW-B**

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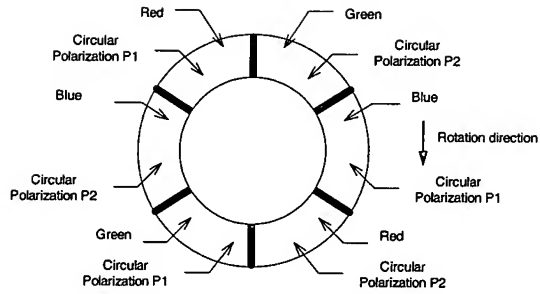
**Figure 28**

Six-Segment Color Wheel Type CW-C



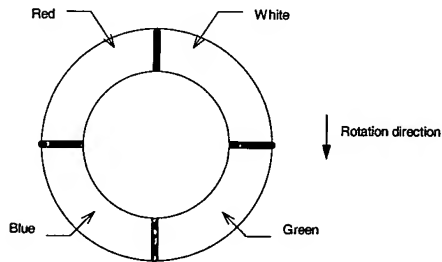
**Figure 29**

Six-Segment Color Wheel Type CW-D



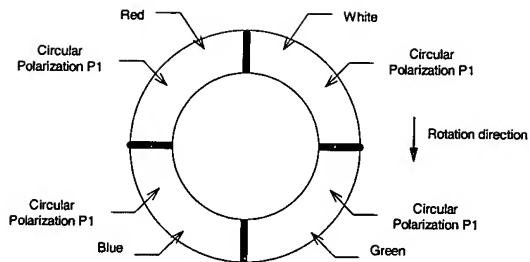
**Figure 30**

Six-Segment Color Wheel Type CW-E



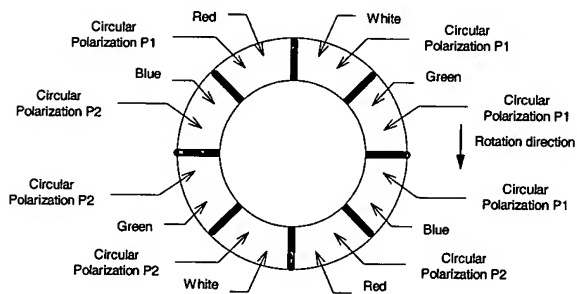
**Figure 31**

Four-Segment Color Wheel Type CW-F



**Figure 32**

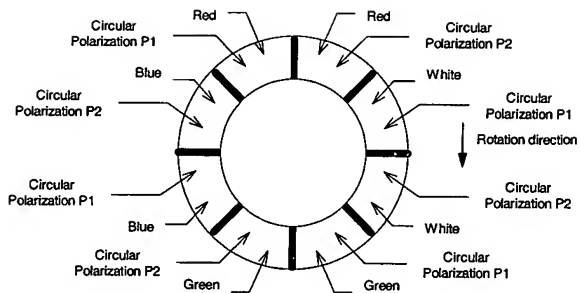
**Four-Segment Color Wheel Type CW-G**



**Figure 33**

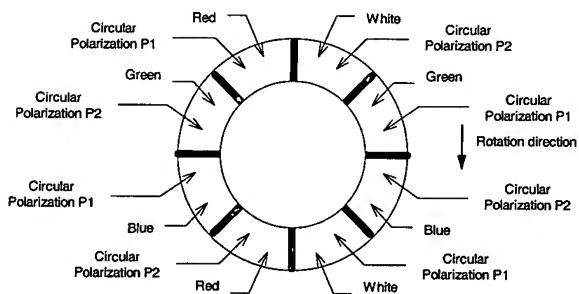
**Eight-Segment Color Wheel Type CW-H**

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**Figure 34**

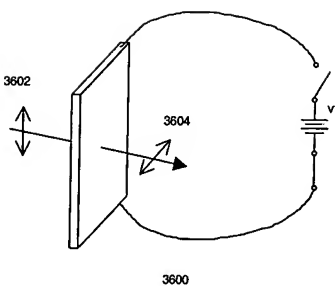
**Eight-Segment Color Wheel Type CW-I**



**Figure 35**

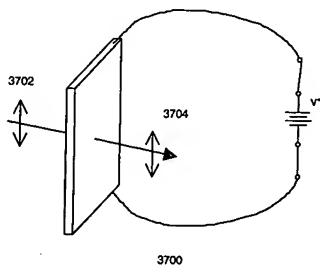
**Eight-Segment Color Wheel Type CW-J**

10045901.071602



**Figure 36**

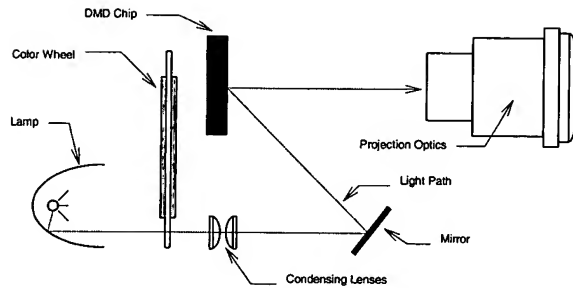
Liquid Crystal Rotator with no Applied Terminal Voltage



**Figure 37**

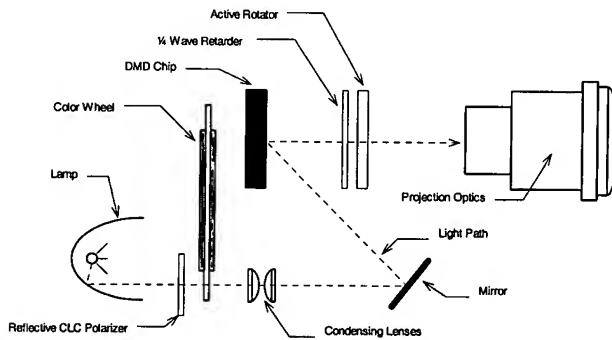
Liquid Crystal Rotator with Applied Terminal Voltage

2025-07-15 10:04:59



**Figure 38**

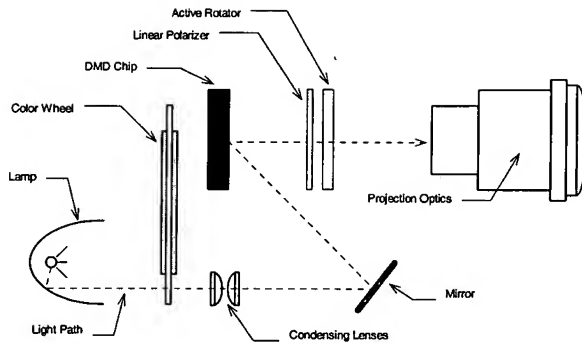
**DMD Based Stereo 3D Projector, 3D Optical Configurations: A, B, H, I, K, M, N, S, U, W**



**Figure 39**

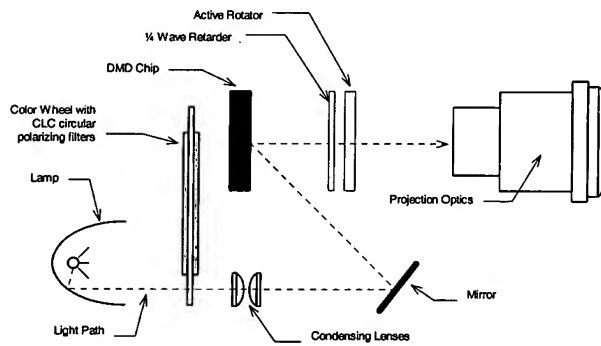
**DMD Based Stereo 3D Projector, 3D Optical Configurations: C and O**

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**Figure 40**

**DMD Based Stereo 3D Projector, 3D Optical Configurations: D and P**

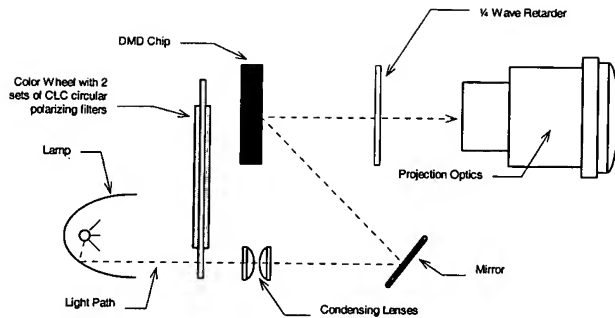


**Figure 41**

**DMD Based Stereo 3D Projector, 3D Optical Configurations: E and Q**

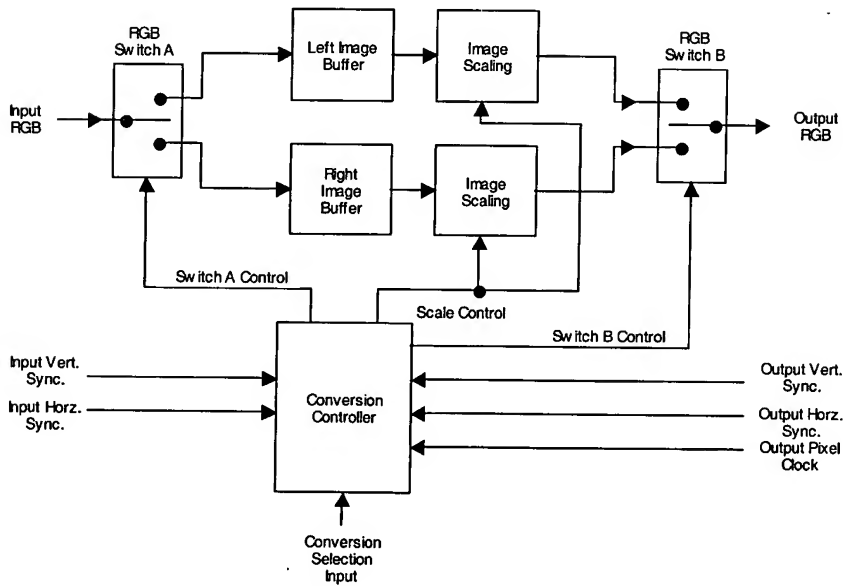
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**Figure 42**

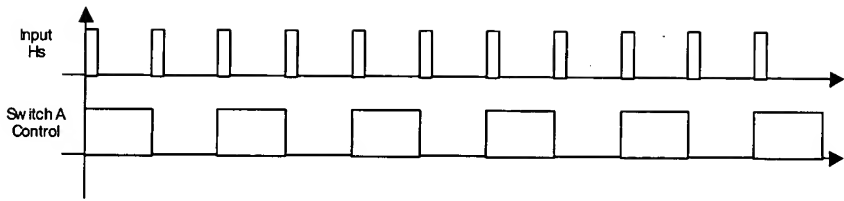
DMD Based Stereo 3D Projector, 3D Optical Configurations: F, G, J, L, R, T, and V



**Figure 43**

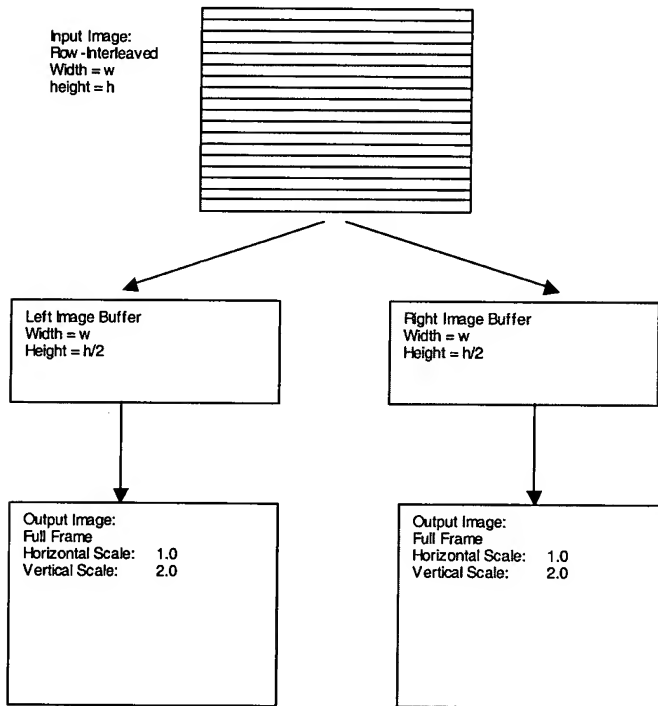
3D Data Formatter Block Diagram

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**Figure 44**

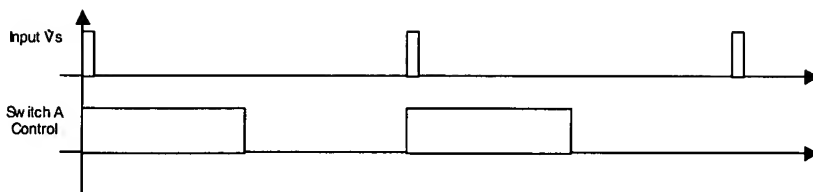
Switch A Control for Row-Interleaved RGB Input



**Figure 45**

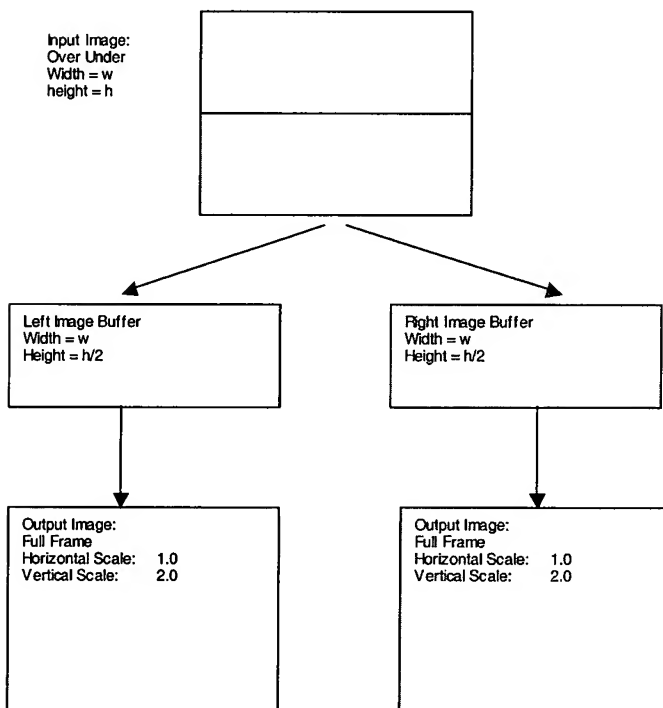
Output Scaling for Row-Interleaved 3D Format Input

2017-10-16 10:04:50



**Figure 46**

Switch A Control for "Over-Under" RGB 3D Format

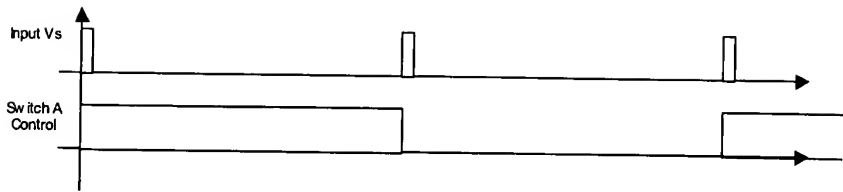


**Figure 47**

Output Scaling for Over-Under 3D Format Input

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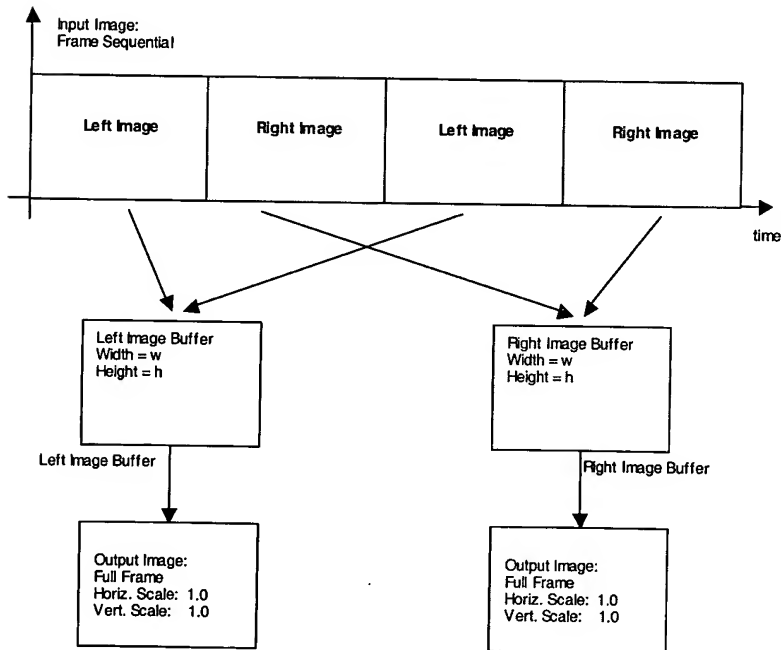
10045901-071602



**Figure 48**

Switch A Control for "Page-Flipped" 3D Input

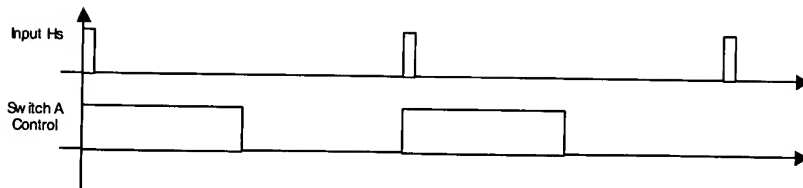
47/57



**Figure 49**

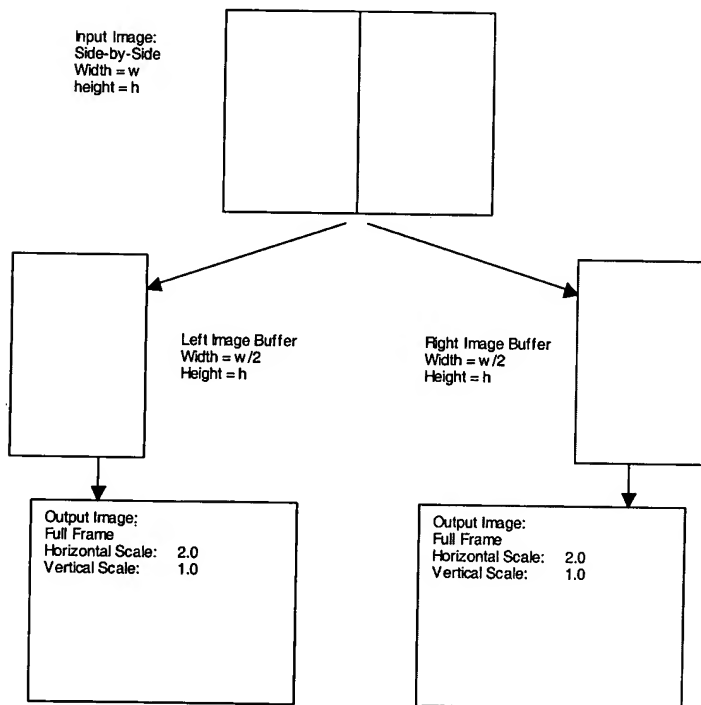
Output Scaling for "Page-Flipped" 3D Format Input

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**Figure 50**

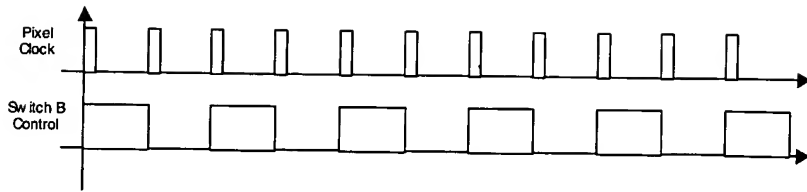
Switch A Control for "Side-by-Side" RGB 3D Input



**Figure 51**

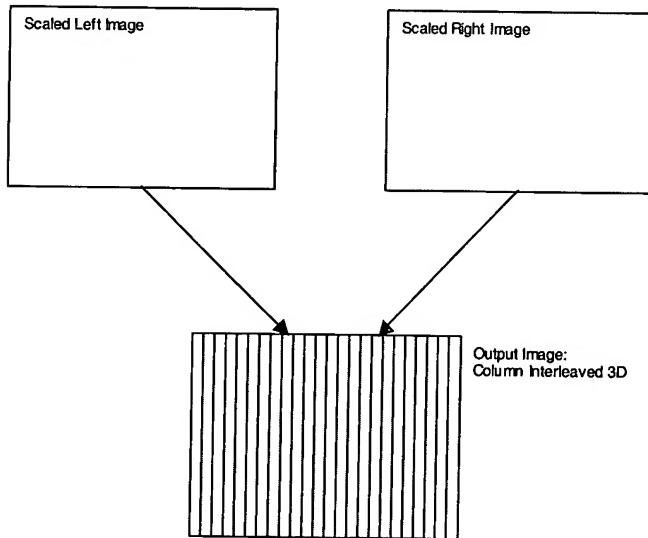
Output Image Scaling for Side-by-Side 3D Format Input

2021/07/16 10:04:59



**Figure 52**

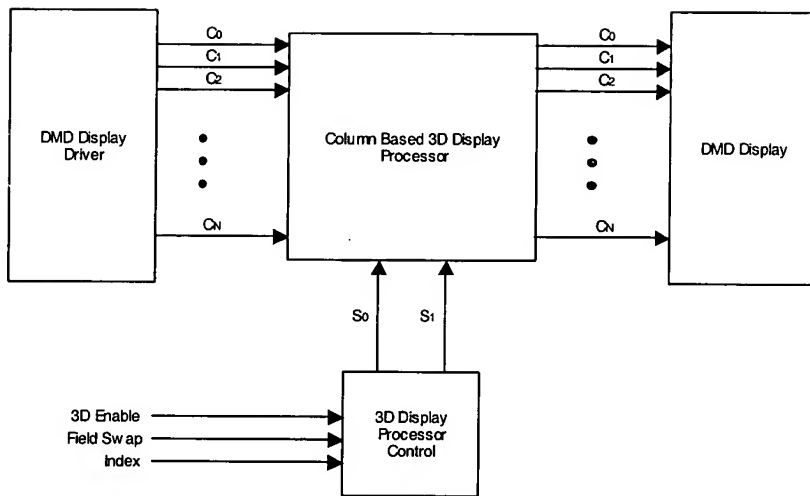
Switch B Control for 3D Data Formatter Block



**Figure 53**

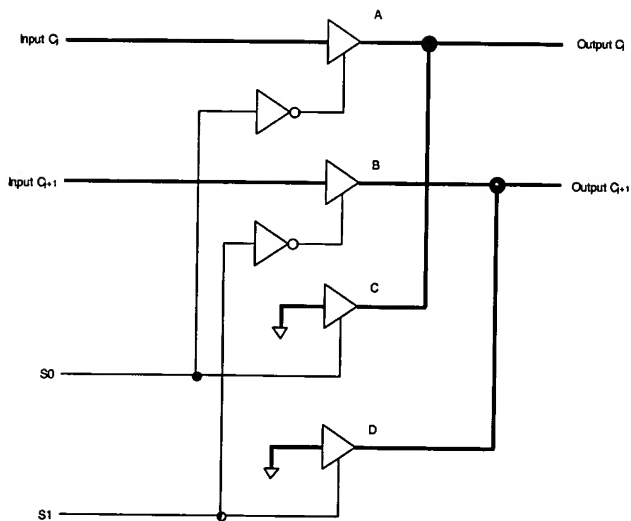
Graphical Illustration of 3D Data Formatter Output

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**Figure 54**

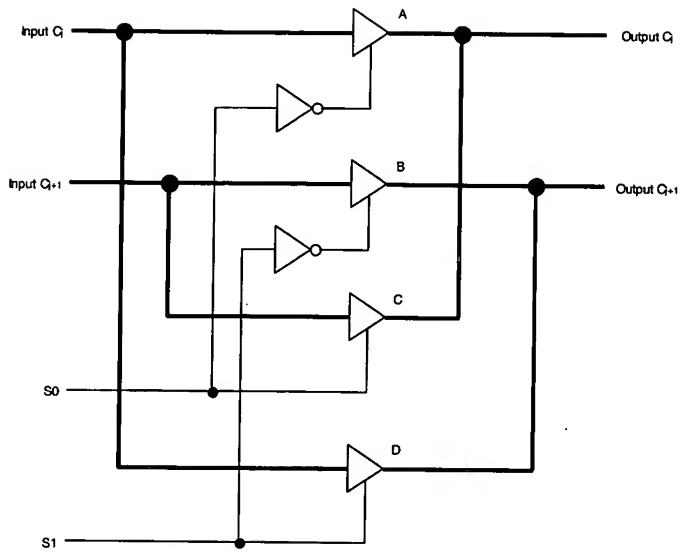
**3D Display Formatter**



**Figure 55**

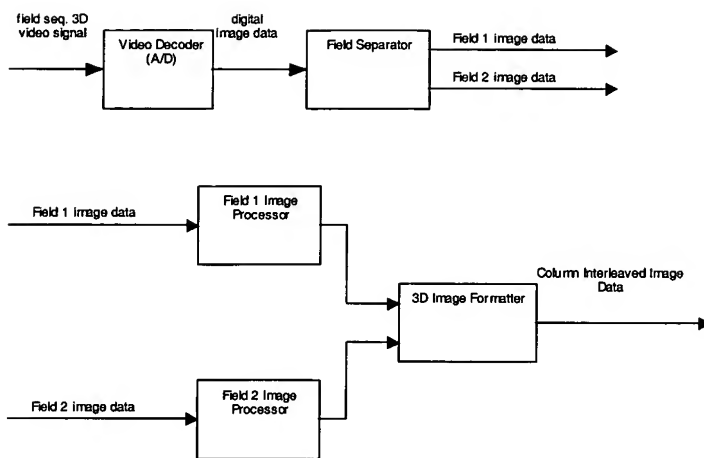
**Block Diagram for 3D Display Processor Using Column Blanking Method**





**Figure 56**

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**Figure 57**

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